PlayStation® is more than just a combination of console, peripherals and software. Consumers are extremely careful to invest in the right games system based not just on functional requirements but also emotive and often subjective considerations. PlayStation's brand is wider than the console alone – it is a powerful gaming experience.

This experience is a curious mix of the gamer's emotional connection with a game, the diversity of entertainment provided and the Brand values associated with PlayStation. These are timeless and evoke appeal to both male and female, young and old.

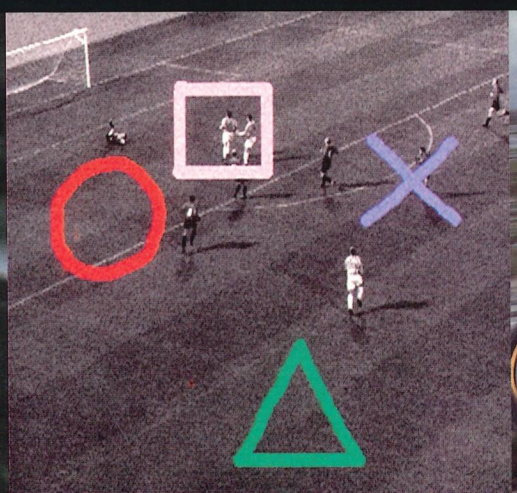
The Brand happily sits with a mix of entertainment experiences ranging from music and cinema, to racing and sports. To celebrate this, PlayStation supports many activities that reflect our own personality: the global popularity and fervour of football; the exhileration of snowboarding; the raw adrenaline of air surfing; the underground vibe of music festivals; the advanced technology of Formula 1 racing...

PlayStation's involvement in many aspects of life is as impressive as it is inevitable. The Brand has a magical appeal that crosses cultural, social and economic divides.

PlayStation is positioned to propel the video games industry into another stratosphere. Our ambitions are high, our methods unpredictable and our commitment unparalleled.

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION®

We offer all people infinite new ex
worlds - so that PlayStation® beco
integral part of ever



xperiences and limitless interactive
mes essential entertainment and an
ybody's leisure time.

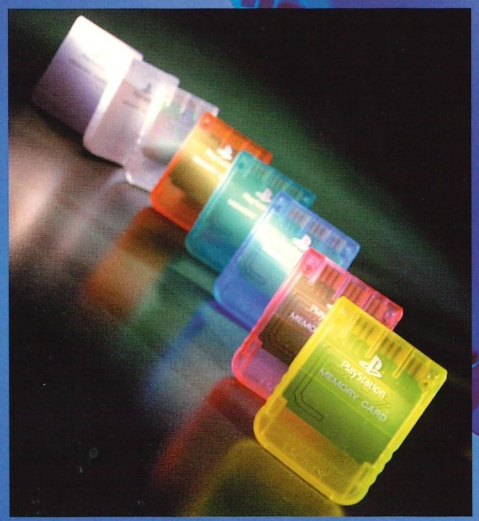
You're driving at 140mph and still accelerating...

You're driving at 130mph and still accelerating - adrenaline pumping, a bead of sweat rolls down your forehead. You can feel the immense power in your hands. You need absolute concentration. One false move and it could all go very wrong. Bang! You feel the shudder of a sudden impact. Right behind you - a maniac at full speed, in total control - manoeuvring smoothly and with the precision of a professional. Bang! It happens again. You glance in the rear view mirror, it's your best friend and he's coming after you.

You are not having a nightmare - you are playing **GRAN TURISMO** with the **Analog Controller (DUAL SHOCK)™. Not reality but so realistic, you can feel it.**

As PlayStation software becomes more realistic and involving than ever before, the way we connect with it becomes increasingly important. Throughout the explosive growth of PlayStation we've remained focused on providing consumers with the highest quality peripherals that further enhance the powerful PlayStation experience and enable users to become fully immersed in the game.

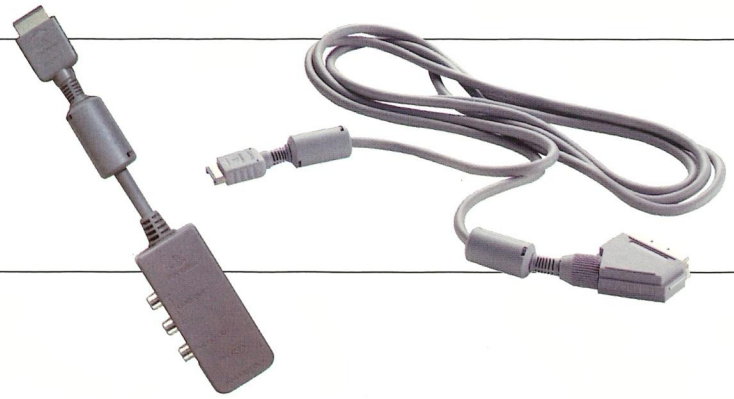
All across the official range of peripherals, the feeling is one of choice. Even the official **Memory Cards** are available in nine colours. PlayStation continues to offer a powerful interactive home



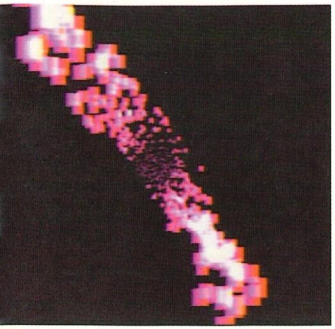
entertainment that's accessible to everyone and the official peripherals are designed to offer maximum control and intensify the PlayStation experience whatever it may be.

With such amazing software the focus for PlayStation has been games, games, games. But using the official SCEE peripherals makes the difference between a good gaming experience and a great one! They bring clearer onscreen graphics, sharper sound effects, higher performance and above all they heighten the fun of playing games.

You may already have the essential peripherals - an official **Controller** and an official **Memory Card**. But how can you get even more from your games?

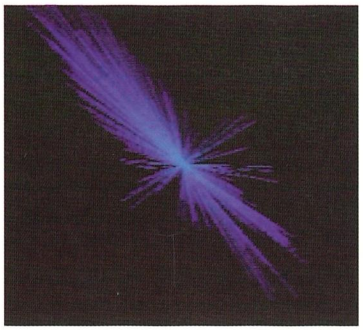


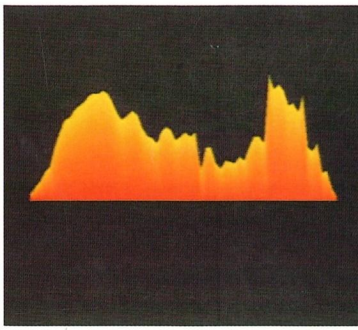
Crazy beats are blasting out from speakers in all corners of the room. You're doing all your best dance moves and the crowd goes wild. But you're not in a night-club. You're in a dance-off in the world of BUST-A-GROOVE the interactive dancing game. By using the official **AV ADAPTER** to connect to your stereo speakers, or using the **EURO AV CABLE** connected to a stereo TV, you've instantly created the perfect mood for dancing.

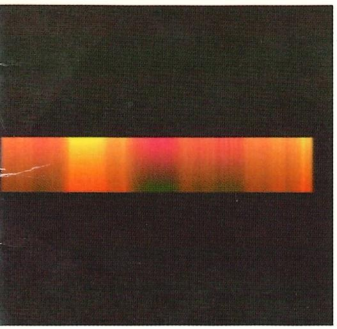


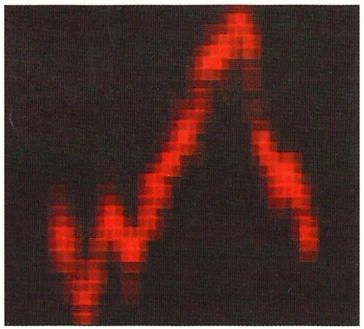
Sound-to-light

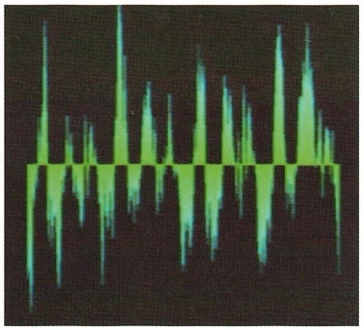
PlayStation is great for games, but it's for more than just gaming. We've utilised the benefits of PlayStation's CD technology to enable consumers to get the most from the console. Even the built-in CD player has recently been upgraded with the inclusion of the "**SoundScope**" sound-to-light system, so that playing music CDs becomes a visual, interactive experience.

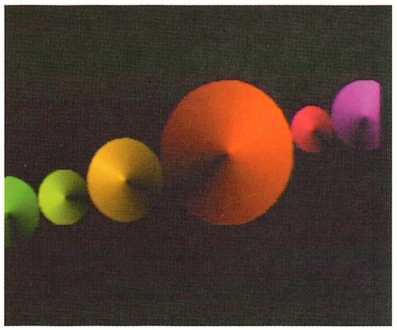












A full force punch straight to your head, then whoosh, your legs are swept from under you. Your energy drains and you're down but not out. You retreat and wait to make your move. Kick, punch, punch, kick, kick KO! **A perfectly timed combo and YOU WIN.** You've just beaten your opponent and made it to the next stage of **TEKKEN 3** thanks to the authentic performance of the **Namco Arcade Stick**. When youíre playing the mother of all beat 'em ups, a weapon like the **Namco Arcade Stick** will help you make it through.

Social gaming has always been a big part of PlayStation. Half the fun of PlayStation is sharing the experience with friends. Now, with over 10 Million PlayStation owners in PAL territories, two-player and multi-player gaming has become second nature.

It's a familiar scene: four lads - two reds, two blues. It's non-stop football frenzy from kick off to the final whistle. Two players work together - one team battles against the other. "Pass it here, chase him, shoot! GOOOAAALLLLL!!!"

Thanks to official **Multi Tap**, many of your favourite sports games can be played in teams, exactly as they should be played. Each **Multi Tap** lets you connect up to four **Controllers** to your PlayStation. So with two **Multi Taps**, and enough **Controllers**, up to eight friends can play at the same time. Feel the emotion, celebrate and just watch your friends' faces as your team beats theirs.

Oh well, there's always a re-match!

Pass it here, chase him, shoot!
GOOOAAALLLLL!!!

Social gaming also means players need to be more mobile as they take their games and/or console round to their friends' place. The new **Console** and **CD Carry Case** range have been designed for maximum mobility as well as offering protection for your PlayStation and games. The **Console Case, Memory Card** and **Controller** bundle is designed to enable consumers to quickly obtain the extra peripherals they'll need for Multi-player gaming at a very affordable price.

Feel the Power!

Amazing graphics, razor sharp stereo surround sound, playing with team-mates - it all adds to the realism. But one Controller will take you so deep into the game that you can touch it.

The one, the only **Analog Controller (DUAL SHOCK)™** has set new standards in sensory control. It can very accurately simulate a variety of feedback sensations from a minor tremor to a powerful jolt, adding an extra dimension of realism. This is most noticeable on a product like GRAN TURISMO, which was specifically designed with the **Analog Controller (DUAL SHOCK)** in mind. Smoother, more intuitive control that feels natural, feels right. The intelligent self-calibrating analogue control automatically optimises performance for every game.

Such is the versatility of this Controller, it's increasingly becoming the peripheral of choice for consumers. Software Developers also appreciate the flexibility it offers. Jason Rubin, president of Crash Bandicoot's creators Naughty Dog is representative of the appreciation developers have for the Dual Shock function:

"When we first started using the system we had our doubts. But we were astounded at the results. It really makes the vehicles Crash uses more real, or at least more fun. Now we're all Dual Shock junkies."

As the nature of PlayStation usage continues to grow and evolve, the range of options open to each player increases accordingly. The official peripherals will continue to enhance each experience for every player with greater realism, tighter control and sharper sound. By doing so, they will take you deeper into the world of PlayStation to a place that is more fantastic, more exhilarating and more enjoyable than ever before.

So when you have to defeat the bad guys, get the girl and save the day. No problem, just pick up your **G-Con45™** light gun and go to work.

One baddie remains, you only have one shot and a split second to react. Instinct takes over. Your aim is intuitive and your **G-Con45™** is deadly accurate. It almost seems like slow motion as you squeeze the trigger! **GAME OVER!**

The mother of all fighting games

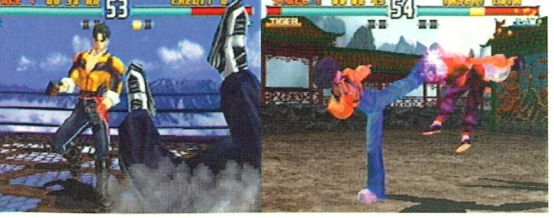
TEKKEN 3® - Heihachi Mishima is driven by an overwhelming desire for power. For years he has organised The King of Iron Fist Tournaments, bringing together the World's greatest fighters as much to prove his strength as to get his opponents out of the way. But how far will his greed take him? Would he sacrifice the life of his only grandson to achieve his goal for World domination…?

TEKKEN 3 continues where Tekken 2 left off, with Heihachi unaware that his son has fathered a child, a boy who has the potential to be Heihachi's salvation … or his undoing. Heihachi is also confronted by an immensely powerful force known only as Ogre. Ogre has already destroyed many of the most powerful and spiritual beings on Earth, so, fearing he will be next, Heihachi organises another King of Iron Fist tournament for a new generation of champions in the hope this will lure Ogre into the open.

Tekken has long been recognised as the best fighting game ever since it first arrived in arcades in 1994. It's lightning fast, has a huge cast of characters and one of the most intuitive control methods in gaming – one button, one limb. It also has an unprecedented variety of special moves that unlike some other games are genuinely special. Just witness Yoshimitsu's almost surreal moves; hoping on his sword, splitting into two for a two-sided attack, every move is designed to add something to the overall quality of the game – and there are literally thousands of move combinations in total!

With this third instalment of the fighting saga, Namco have pulled out all the stops to make the ultimate beat 'em up even greater. In addition to the advanced graphics and motion capture, they've designed a few new play modes to keep you fighting on and on. There's the new "Tekken Force" game, in which your character of choice works through wave after wave of enemy in a side-scrolling adventure, as well as a hidden "Tekken Ball" mode, in effect a volleyball game with Tekken characters. This is in addition to the Tekken-standard Survival, Time Attack, Practice, eight-player Team and two-player Versus modes that have kept us all playing for so long.

HWOARANG SPEAKS! TEKKEN 3 features fully motion-captured fighters from Japan's martial arts elite to ensure total realism in every move.



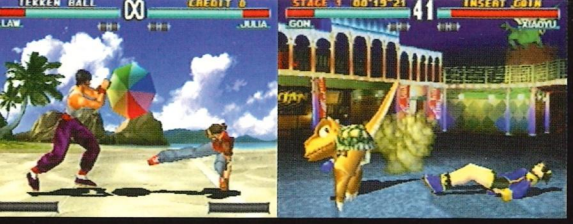
Tai Kwan Do assistant-master Hang Su-il acted as the motion-capture model for Hwoarang in **TEKKEN 3** and was interviewed for the June '98 issue of the Japanese magazine, Relax: 'I was surprised to see him moving just like me… even in the unique way he kicks and how he is knocked down resembles me (laughs). I went to an arcade out of anxiety shortly after the game was released (in Japan). When I saw someone playing Hwoarang in the game and being defeated I felt annoyed and wanted to say "What have you done, you fool"!'

"With **TEKKEN 3**, Namco has left its competitors an imposing target to beat; the new play modes, advances in AI and character design made in development are far more significant than those in the second iteration of the series … Make no mistake, the master has returned."

EDGE Magazine

FEEL the Power! The Analog Controller (DUAL SHOCK) boasts a true-to-life multi-frequency vibration system that tailors the degree of reaction to best represent the events onscreen. Feel each punch, kick and throw of **TEKKEN 3** through the power of DUAL SHOCK™!

Or alternatively… Namco's **ARCADE STICK**, specially designed to bring the feel of the arcade into the home. A hardwearing and durable specialised peripheral, the **ARCADE STICK** presents all the buttons you need in the layout of an arcade coin-op. Combined with **TEKKEN 3**, the **ARCADE STICK** is an intense peripheral for all hard-core arcade fans.



Get ready—there's no place for losers... The Tournament is about to begin!

Developer
Namco

Genre
Beat 'em up

No. of Players
1-2 players

Release Date
September '98

KEY FEATURES AT A GLANCE

- Stunning conversion of the Arcade blockbuster with additional features exclusive to PlayStation, including Vs, Team Battle, Time Attack, Survival And Practice modes
- 10 initial characters with 10 bosses and three additional characters exclusive to PlayStation
- New "Tekken Force" mode: a side-scrolling sub-game with multiple enemies attacking from all sides, PLUS a hidden game, "Tekken Ball" mode: Volley ball meets Tekken, with every lost shot reducing your life bar
- Secret "Theatre" mode offers players the chance to view the specially-created movies for each character once the game has been completed. Even better, this feature also lets you access the music tracks and movies for all three games in the Tekken series
- Enjoy the best fighting action in the world at a searing 50 frames per second
- All new fighting system allowing free movement around each 3D arena
- Over a thousand moves in total – infinite combinations, including double-reversals and new dodging moves for increased realism and longevity
- In Team Battle Mode, up to 8 players can tournaments, with the winner being the last player to survive

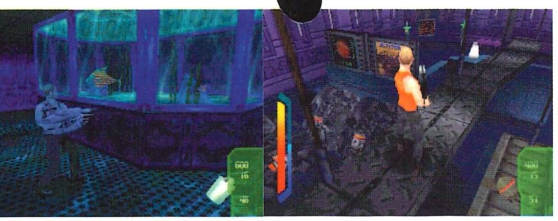
TEKKEN 3®

1 or 2 Players

Memory Card 1 block

Vibration Function Compatible

Optional Controller SLEH-0004



1 Player

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

DUAL SHOCK

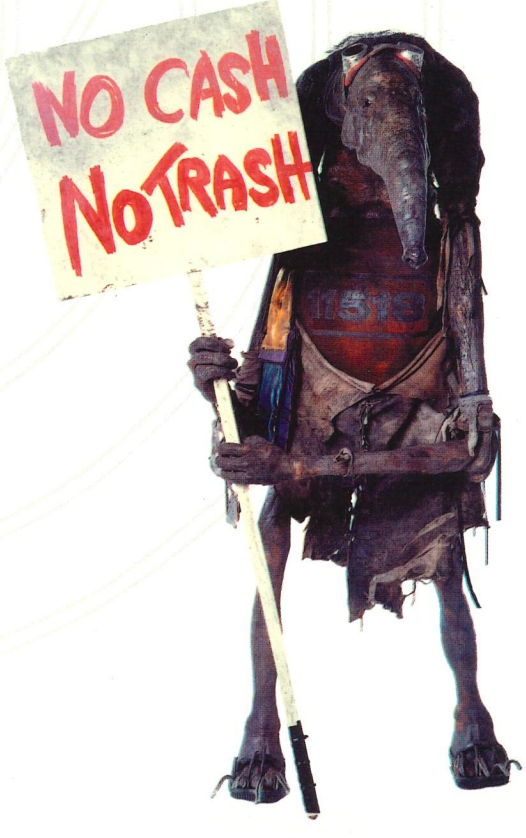
Developer
Kalisto Entertainment/Gaumont Multimedia

Genre
3D Action Adventure

No. of Players
1 Player

THE FIFTH ELEMENT - Luc Besson's breathtaking futuristic vision comes to PlayStation with a tense action-exploration game that puts you in the frames of the movie itself. Play as either New York cabby Korben Dallas or the mysterious Leeloo, choosing the character best suited to particular environments (Korben can take out enemies with his gun, Leeloo prefers hand-to-hand combat). Featuring the outrageous designs of Jean-Paul Gaultier and locations inspired by the film itself, **THE FIFTH ELEMENT** comes from Kalisto (the developers behind the atmospheric Nightmare Creatures) in conjunction with Gaumont, producers of the movie.

THE FIFTH ELEMENT™



KEY FEATURES

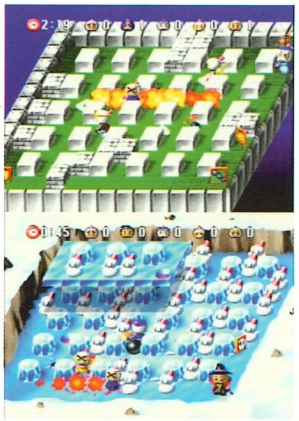
- The player must use the two characters and their natural strengths in order to successfully survive each level and complete the mission. Fight hand to hand with Leeloo or with weapons for Korben, across 15 3D levels
- Intro and between-level sequences taken directly from the movie
- Spectacular special effects – smoke, fire, real-time lighting and a wide range of explosions
- Features original motion picture soundtrack, accompanied by six original themes created especially for the game
- Compatible with the **Analog Controller (DUAL SHOCK)** – play using the analog controls and feel the force of the superb DUAL SHOCK™ vibration feature!

The multi player that'll blow your mind

BOMBERMAN WORLD - Many games claim it, but few actually deserve the mantle of "Classic", but for many, Bomberman was one of the all-time great multi-player games due to its frenetic energy and basic simplicity – just blow up your opponent before he can get you!

Now Bomberman comes to PlayStation with an all new adventure that will appeal to fans of the old games, as well as appealing to every new PlayStation gamer. **BOMBERMAN WORLD** tells the story of four Dark Force Bombers who attempted to bring darkness to the world. Our ancestors united to imprison the Dark Force Bombers in the Blue Crystal. However, several million years later, Buggler, who appeared from another point in the time-space continuum, destroyed the Blue Crystal, liberating the villains. Once free, the Dark Force Bombers (Earth Bomber, Cyclone Bomber, Fire Bomber, and Aqua Bomber) became Buggler's minions and went on a conquest of the four Worlds (Earth, Wind, Fire, and Water) and the Dark Star. To overcome the evil and abominable Buggler, Bomberman is back!

BOMBERMAN WORLD™



Developer
Hudson

Genre
Blow 'em up Adventure

No. of Players
1-5 players

1 or 2 Players

Memory Card 1 block

Multi Tap Compatible 1~5 Players

Vibration Function Compatible

DUAL SHOCK

KEY FEATURES

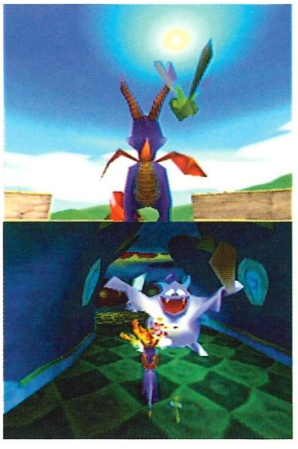
- THE multi-player classic comes to PlayStation
- Crazy, explosive action set over a multitude of superb isometric levels
- Devastate the opposition with over six types of bomb
- Compatible with the Multi tap – allowing as many as five players to unleash combustible carnage at once!

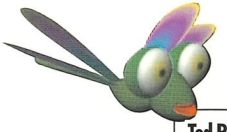
Flight of destiny

Imagine a world where magic is as commonplace as electricity, where dragons roam free and where a dragonfly can be the best friend you ever had. Such was the home of **SPYRO THE DRAGON**, until the day Gnasty Gnorc arrived. While Spyro was off getting into mischief, Gnasty Gnorc imprisoned all 80 of Spyro's dragon relatives before installing himself up as dictator of all six of the dragon's lands. Returning home, Spyro soon discovers that the job of rescuing his family from their crystal prisons and overthrowing Gnorc falls on his small shoulders…

The latest title from Insomniac Games Inc. - the creators of the superb "Disrupter" - **SPYRO THE DRAGON** takes you to a land of magic and mystery in an adventure unlike any ever seen on PlayStation. Spyro himself is a cheeky, enthusiastic little fellow whose curiosity and eagerness to learn are what drives him towards his adventure. Like a character from the best animated movies, Spyro comes complete with heaps of attitude; even when he's left standing on his own you can see him looking around, checking out his surroundings, then shooting a quick impatient glance back at the player, eager to continue his mission.

Like most other dragons, Spyro can breathe fire, and he's got a pair of horns that are useful for charging into his enemies head first, so he's not going into this defenceless. Unfortunately, he hasn't quite mastered the art of flying yet; he manages quite well on the dragon's training levels (which are hidden throughout the game), but outside of these, he can only muster a gentle glide. Learning how best to use these simple skills forms the basis for the intuitive control method for the game, with most of the major obstacles revolving around the player successfully using a combination of the three.





Ted Price, president of Insomniac Games Inc., is justifiably proud of his team's achievement, claiming that "The main inspiration for Spyro is our desire to create a game that blows away all other 3D platformers in terms of technology, art and gameplay. We wanted to really push the technological limits of the PlayStation, which for us meant getting rid of the ubiquitous fog that you see in so many real-time 3D games, thereby creating a much more open environment with panoramic views."

Each level has an unbelievable depth of vision, allowing the player to step back, look around and work out the best way to tackle a problem. The degree of progression is carefully graduated so players can find their own pace. Early levels might appear fairly easy, but this is so that by the time players have reached the harder, later levels, they'll have already learned enough of Spyro's abilities to make them almost second nature.

What really makes Spyro such an immersive game, though, is the way everything makes sense – leaving the player to work out just how it makes sense. It's here that an ability for lateral thinking, a good sense of direction and spatial awareness becomes increasingly essential, and the immense satisfaction when what you've learned "clicks into place" cannot be overestimated.

The whole environment feels like it existed before we even got there. Characters interact with each other long before they notice Spyro, whether it's two frog-soldiers firing cannons at each other, or a matador being chased by a bull. If Spyro leaves them alone they'll carry on as if he was never there – he can just sit back and watch them from a safe distance. But if he gets himself involved, the characters will then react to his presence in a variety of ways. Some of the enemies are visibly terrified of him and will run away or hide; some will try to hurt him before he can hurt them; in later levels players will find their enemies have come prepared and are wearing flame-resistant armour. So learning your enemies' weak-spots adds to the overall challenge. "What we've ended up with,' says Price, "is a game where players can choose to take their time, explore the environments and find treasure or they can dash at breakneck speed through the environment, flaming enemies and wreaking havoc for the arch-villain, Gnasty Gnorc.' With astounding graphics, really immersive gameplay and a depth of character interaction that will astound all gamers, this is one game that really does have it all.

KEY FEATURES AT A GLANCE

- Graphically, **SPYRO THE DRAGON** is one of the most impressive games ever seen, and technologically superior to any other game in this genre. No pop up, no fogging, amazing distance drawing – a genuine 3D world.
- Unparalleled depth of gameplay and character interaction
- Highly accessible control system, designed specifically for the **Analog Controller (DUAL SHOCK)**
- Find hidden levels, explore secret paths, and solve challenging puzzles! Release the crystal dragons and find the gems in each level to unlock new worlds.
- Addictive flying levels add to the game's repeat playabliity – challenge your friends!
- No loading screens!
- Music composed by Stewart Copeland – ex-drummer of '80s rock band The Police.

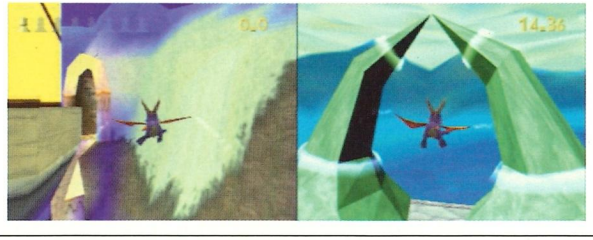
Produced by
Universal Interactive Studios, Inc. (UIS)

Created and Developed by
Insomniac Games Inc.

Genre
3-D Adventure

No. of Players
1

Up, Up and Away...



Spyro's hidden flying levels have been designed to add to the game's repeat playing value. Basically 'Time Attack' levels, players must perform a series of stunts and clear obstacles within a limited time. Once they achieve this, they can then try to improve their time, opening up the game to a more competitive approach. Players can record their best times on a Memory Card and then challenge their friends to beat their record. Challenges increase in difficulty as the game progresses, providing an exciting strategic element that quickly becomes intensely addictive. **"Spyro The Dragon is one very attractive-looking title. You'll gasp in amazement at the technical wizardry, which completely does away with pop-up or clipping in the expansive 3D worlds. The levels are nice and varied, from special flying areas to puzzle-solving platform areas and will prove challenging to even the most experienced platform fan."**

PlayStation Power magazine

Developer
Zoom

Genre
Arcade Fighting

No. of Players
1-2 Players

1 or 2 Players

Memory Card 1 block

ZERO DIVIDE 2 - The original Zero Divide was praised for its intuitive, yet rewarding gameplay, with a simple "Kick, Punch, Block" system, which opened up hundreds of different attack combinations. Now **ZERO DIVIDE** 2 builds up the success of its predecessor with even more attack moves, fresh, improved graphics and superb lighting and "motion-blur" effects.

ZERO DIVIDE 2™

KEY FEATURES

- 10 central fighting robots, plus two hidden characters, each sporting particle animations that illustrate the damage being done to each individual part
- Amazing attention to detail: shattered armour reveals the skeletal workings of the machine underneath – characters can even repair themselves during battle!
- Literally hundreds of moves per character - reversals, throws, escapes, pounces as well as projectile weapons
- Fighting arenas add an extra challenge as combatants must avoid crumbling walls or falling from the arena platform into an abyss

DEVIL DICE is a new action game set in a strange world filled with dice. The dice are rolled using Little Devils, who balance on the top of the dice like acrobats. The object is to make the dice disappear, by arranging rows or columns of dice showing the same number of dots. Using the Little Devils to roll the dice, make the dice disappear, as efficiently as possible. You can make dice disappear by lining up vertically or horizontally at least as many dice, as the number of dots. For example, if you line up five dice, each showing five dots, these dice will all disappear.

What appears to be a complicated puzzle game soon becomes a frenetic, mad dash to outwit your opponents in this unique multi-player puzzle game.

DEVIL DICE™

Rollin' rollin' rollin'!

KEY FEATURES

- Addictive, fast gameplay
- Battle, Trial, War and Puzzle modes
- In-game rule book explains strategy and the route to victory

Developer
SCEI

Genre
Puzzle Action

No. of Players
1-2 Players (1-5 with Multi Tap)

1 or 2 Players

Memory Card 1 block

Multi Tap Compatible 1~5 Players

POINT BLANK 2 - The ultimate **G-Con45™** game is back, as Dr Don and Dr Dan return in an all-new sharp-shooting frenzy from Namco. Created exclusively for PlayStation, the sequel features even more crazy galleries with literally thousands of targets flying off in all directions. Shooting galleries galore, plus a new adventure RPG for the daring doctors, plus the madcap Party mode, specifically designed for team playing.

POINT BLANK 2™

1 or 2 Players

Memory Card 1 block

Optional Controller SLEH-0007

Developer:
Namco®

Genre:
Arcade Shooter

No. of Players:
1-2 (competitive) 1-8 players (alternating)

KEY FEATURES

- Standard and Special modes each feature over 70 levels of light gun madness
- Party mode, with Score battle, Tournament and Team Play modes enables up to 8 players to play against each other
- Quest mode – all-new RPG action with a gun
- Suitable for younger players - non violent gameplay
- Huge variety of gameplay from shooting fests to one shot pressure levels
- Created exclusively for PlayStation
- Store your best scores to a **Memory Card**
- Supports two **G-Con45™** light guns

MEDIEVIL– The history books of Gallowmere tell of a hero, Sir Daniel Fortesque, who single-handedly halted an invasion by the zombie hoards of Zarok the Sorcerer… but then, history books are often known to lie.

MEDIEVIL stars Sir Dan, a hero who has been around for years – over one hundred and forty to be exact. As the story unfolds we learn that Sir Dan was the first person to fall in a battle against Zarok, a twisted and evil sorcerer. The battle raged on, and Zarok soon realised he could never win and fled to safety. Dan was laid to rest in his family's crypt, where he remained for over a century. But when Zarok returned unexpectedly, ensnaring the people of Gallowmere and resurrecting the dead to use as his own army, Dan was accidentally revived. Now Sir Dan faces an awesome challenge – he must defeat the wizard Zarok and all of his monstrous creations if he is to return to eternal rest once more.

MEDIEVIL™

Developer
SCEE Cambridge

Genre
3D Action Adventure

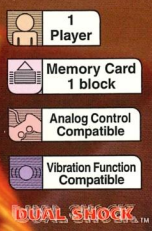
No. of Players
1 Player

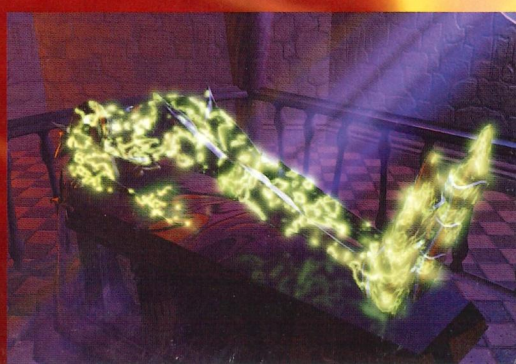
The launch title for SCEE's new Cambridge studios, **MEDIEVIL** has been nearly three years in the making and takes its inspiration from a variety of sources. Elements as diverse as Tim Burton's "A Nightmare Before Christmas", H.P. Lovecraft and hundreds of classic B-movie presentations have had a heavy impact on the formation of this adventure, with the sweeping soundtrack evoking the classic scores of Bernard Herrmann, John Williams and Tim Burton's regular collaborator, Danny Elfman.

What the creators of **MEDIEVIL** have achieved is a sense of balance between a game of simple fighting techniques and one of complex puzzle elements. Players can choose to simply rush from the beginning of a level to the end and manage to progress fairly rapidly, but what **MEDIEVIL** offers is a deeper experience for those that want it. Elements such as the Chalice of Souls, which slowly fills as Sir Dan vanquishes each enemy. Once the chalice is filled, Dan must collect it and return it to the legendary Hall of Heroes, a monument to all the great fighters of Gallowmere's past. Should he impress them enough, the heroes offer Dan a gift to help him on his way, be it a new weapon, an extra life vessel or simply a bag of gold.

Careful attention has been paid to the environment of each of **MEDIEVIL's** 20+ levels. Though a dark and brooding atmosphere is maintained throughout, each location has a unique look, ensuring that the player can believe these places all exist in the same world, whilst never leaving him with that sense of déjà vu left by some games.

Gallowmere contains a cast of very weird and varied characters. In addition to Dan and Zarok, we encounter the giant glass demon, hidden in the stained glass window of the Hilltop mausoleum, the giant betentacled pumpkin king and a pack of mischievous trolls intent on robbing Dan of his weaponry. And just for the purpose of distraction, the hills of Gallowmere's graveyards are populated by plagues of disembodied hands that scamper around getting in everyone's way.





Resurrection

CHARACTER-BUILDING - Few games have as much depth of character as is evident in **MEDIEVIL**. Though the idea of a flawed hero is not original, the way Sir Dan's past is revealed is as amusing as it is tragic. It seems when Dan was alive he was little more than a braggart, boasting of his many adventures to anyone who'd listen. But when he was made head of the King's army and forced to go into battle against Zarok, Dan's natural cowardice and clumsiness led him to be shot in the eye with an arrow within the first few seconds of the war.

A great deal of effort went into the creation of Dan's personality and his appearance. "We did many different skeleton types", says lead artist Jason Wilson. "We had massive bulky Dans with small heads, little Dans with huge cartoony heads but we settled on the dorky fun look we have now." Adds producer Chris Sorrell: "We like the idea of having a hero that was heroic but at the same time quite goofy." One of the ways they have achieved this is in the way other characters interact with our hero. Gargoyles heckle and mock Dan (or "Arrow Fodder" as they call him), and many of Gallowmere's greatest heroes are less-than-complimentary regarding Dan's skills as a warrior. But as the game progresses we begin to see the ancient champions develop more than a grudging respect for their newest of heroes.

KEY FEATURES

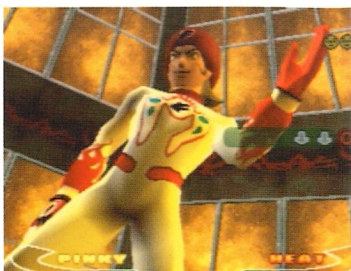
- Created exclusively for PlayStation by Sony Computer Entertainment Europe's new Cambridge studios
- Over 40 hours of spooky, kooky gameplay crammed into 22 thrilling free-roaming locations
- Explore vast environments: entire villages, a sprawling ants' nest and Zarok's deadly, trap-laden fortress
- Huge armoury of weapons, ranging from deadly broadswords, axes and crossbows to a greasy chicken drumstick!
- More than 50 enemy characters – disembodied hands, head less zombies, ghouls, dragons and serpents all intent on stop ping Sir Dan in his holy crusade against Darkness
- Unique targeting system – let the fireflies guide you as enemies attack from all sides!
- MEDIEVIL's intelligent camera system allows perspectives to shift dramatically, lending a cinematic feel to the game
- Soaring, atmospheric soundtrack in the vein of some of Hollywood's greatest composers
- PlayStation technology is used to the maximum with light-sourcing and shading on all locations and characters, outstand ing special effects and breathtaking level design

MAKING MOVIES - Artist Jason Riley worked on the CG sequences for over a year and a half, creating ten sequences used in-game, plus the breathtaking introductory and closing story sequences. Jason was responsible for creating the cinematic feel for the game, with the awesome battle sequence at the start of the game conveying the epic nature of the game's storyline. Using a combination of strong, bold images and fast, sharp editing to help move the story along, Jason's sequences add up to some of the best graphical presentations seen on PlayStation so far.

Developer
Enix

Genre
Dance-Combat

No. of Players
1-2 Players



BUST-A-GROOVE - They come to do battle, infused with a mysterious power from outer space - DANCE ENERGY GROOVE-A-TRON. Their sole purpose is to dance, to prove they have the groove – that they're the coolest on the planet.

Take on each of your opponents and out-dance them! Just feel the rhythm and let the GROOVE-A-TRON energy shine through your character.

Developed by Enix, one of Japan's leading developers, **BUST-A-GROOVE** is a sensation in video-gaming - the world's first 3D DANCING GAME!! Taking elements from some of the best fighting games, **BUST-A-GROOVE** presents an impressive collection of gorgeous 3D dancers desperate to out-class the opposition and be crowned the ultimate dance champion. Each dancer has been motion-captured using professional dancers from the USA and Japan to capture each technical move with total realism; Disco, Hip Hop, New York Vogue and Techno dance moves all perfectly recreated with each cool character adopting their own unique style.

Boasting over 50 minutes of original music in a persuasive fusion of styles, **BUST-A-GROOVE** is a refreshingly original game guaranteed to excite all PlayStation players!

1 or 2 Players

Memory Card 1 block

BUST-A-GROOVE™

KEY FEATURES

- Scorching high resolution 3D graphics
- 10 cool, crazy characters, plus 4 bonus dancers to discover, all fully motion-captured with over 1,000 funky dance moves!
- Over 50 minutes of original music – superfly '70s Funk, Hi-Energy Disco, luscious Soul, Gangsta Rap and the ultimate vibes of '90s House and Techno – the coolest game soundtrack around, no competition!
- Totally addictive two player battle mode
- Hidden "Dance View" mode –choreograph an entire dance routine and select the best camera angles to create a music video that's different every time!
- Gorgeous FMV intro movie and funky "victory" reward sequences for each dancer
- Learn to humiliate your opponent by dropping a cascade of sweets on their head or even blasting them with fireballs – each character has their own stylised 'humiliation-attack' to keep them ahead of the competition
- Get ultra-funky with 3D dancing combat – the most fun you can have standing up!

SYPHON FILTER - It's a dark, rainy night in a metropolitan park. The crosshairs sweep onto a target and then lock on. Through the rifle's lens, an infrared green glow illuminates the unsuspecting enemy, making him shine in the murky darkness. A split second flash erupts from the rifle and the target goes down swiftly. Gabe Logan's pulse doesn't skip a beat as he thinks, "One down, hundreds to go."

Washington D.C. is threatened by the deployment of a biological weapon capable of killing millions. Gabe Logan's orders are to end the terrorist standoff through the only means available---direct assault tactics. The action ensues with heated non-stop gunfire, international intrigue, and a devastating conspiracy. Plunge into this frantic thriller where enemies are taken head on or disposed of by stealth manoeuvers – the decision must be made on the fly. The heat is on, and only a few can go the distance. Are you up to it?

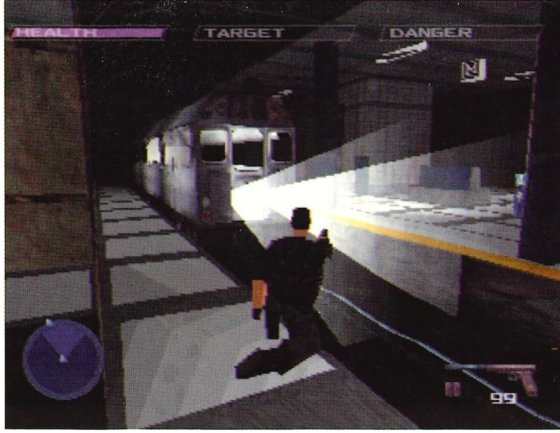
Developer
989 Studios

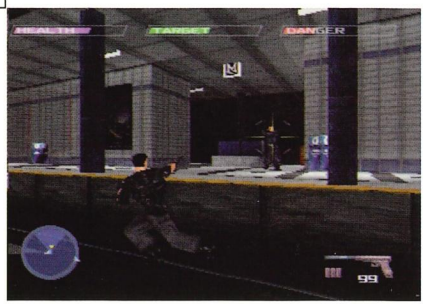
Genre
3D Adventure

No. of Players
1 player

KEY FEATURES

- The carefully designed third person perspective drops the player into real-world, real-time, open 3D environments with eye-opening realism
- Mission objectives add gripping intensity to the action-packed plot: counter-terrorism, special reconnaissance, and direct action
- Vast environments to explore and brain twisting puzzles deliver the perplexity of real life split-second decision making
- An arsenal of sophisticated weapons include silenced pistols, lasers, sniper rifles, infrared rifles, shotguns, automatic weapons, explosive grenades, and the list goes on…
- Single mesh model and advanced animations deliver amazing fluid motion, allowing Gabe to keep enemies in sight while kneeling, crouching, walking, rolling, climbing, jumping and running
- An advanced communication device houses Gabe's weapons systems, mission objectives and game options
- Awesome special effects add enormous detail: breath in cold air, gunshot effects, shattering glass, dynamic real-time lighting, explosions, etc.
- Syphon Filter takes full advantage of the **Analog Controller (DUAL SHOCK)** for an ultra-realistic experience





syphon filter

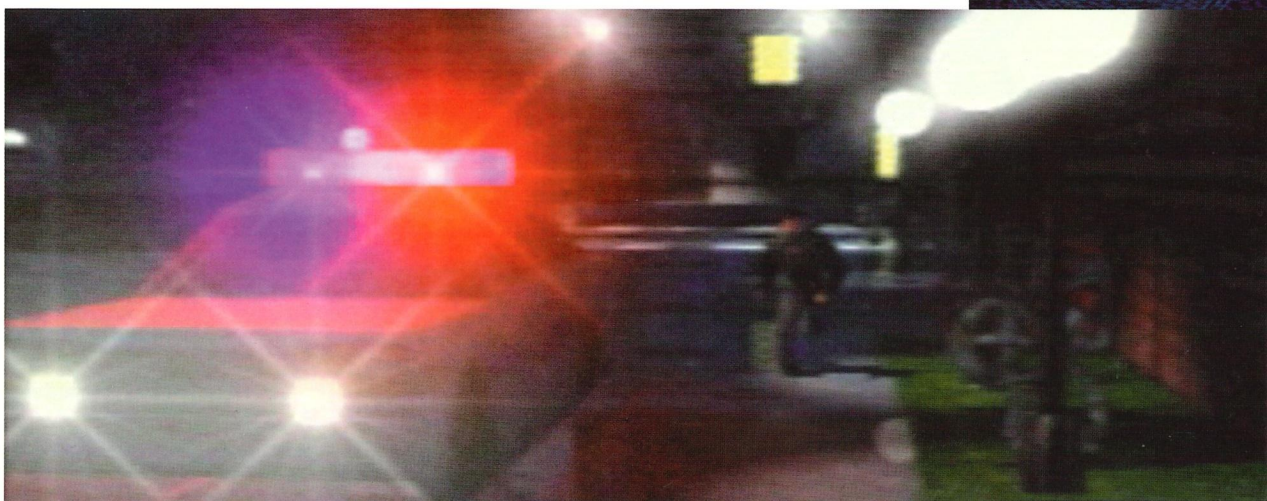
1 Player

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

DUAL SHOCK™



COOL BOARDERS 3 - Cool Boarders returns for the new season with more insane big-air thrills and stunts in the most adrenaline-pumping winter sport known to man. In **COOL BOARDERS 3**, players can race in up to six World Class events, including downhill, slalom and boardercross, or compete in tricks competitions while boarding the Half-pipe, and Slope-style events. Vastly-improved tracks in some awesome locations and some of the best competitor animations you've ever seen.

Developer
989 Studios

Genre
Snowboarding Simulation

No. of Players
1-2 players

1 or 2 Players

Memory Card 1 block

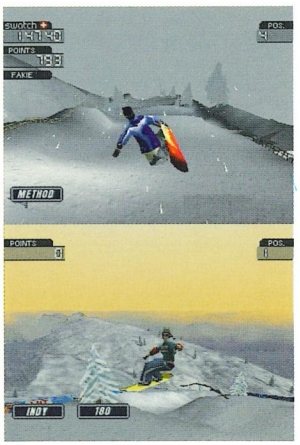
Link Cable 2 Consoles

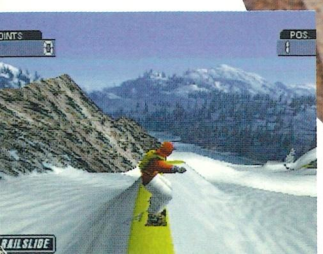
Analog Control Compatible

Vibration Function Compatible

DUAL SHOCK™

COOLBOARDERS 3™





KEY FEATURES

- Over 20 authentic boards to choose from, including Burton, Swatch and Ride boards.
- Take on five of the world's most challenging mountains – including Mount EVEREST!
- Hidden Avalanche and Tree Run courses – race over 30 of the most dangerous tracks a snowboarder can take!
- Perform up to 34 different stunt moves, including tailgrabs, ally-oops and rodeo flips
- 20 motion captured competitors using some of the best boarders the sport has produced
- Play full-screen two-player games using the Sony Link Cable – hook up two PlayStations, each with their own monitor and copy of the game for some intense competitive action

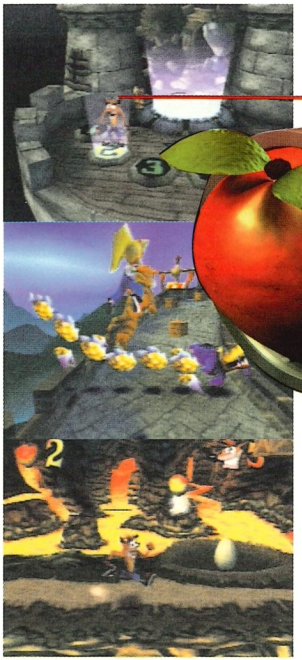
Produced by
Universal Interactive Studios, Inc. (UIS)

Created and Developed by
Naughty Dog, Inc.

Genre
3D Platform Adventure

No. of Players
1

CRASH BANDICOOT 3 WARPED



Having twice defeated N. Cortex, Crash is wise to his tricks. He's more experienced and he's done a lot of growing up in the last two years. He's also assisted by not only Aku Aku, but also his sister Coco (a minor character in Crash 2). But the major difference this time is he' s finally left the "safety" of his Island home – now he's in OUR world, in a race through some of the major eras in our history – ancient Egyptian tombs, Roman amphitheatres, Arabian temples, and back through the mists of time to a prehistoric age where dinosaurs still roam the Earth and when the bandicoot was just a warm glow in Mother Nature's womb.

Naughty Dog, the creators of Crash Bandicoot, has drawn the biggest talents from the platform genre (including Dan Arey, Daniel Chan and Evan Wells, lead designers on Gex – Enter the Gecko), meaning that whilst the game retains its distinctive Crash feel, it's evolved to an even more sophisticated degree and in the process takes the whole platform genre to a new level.

This evolution process includes a completely overhauled game engine. "Crash 3 is the culmination of 4 years of work on the PlayStation game console," explains Naughty Dog president, Jason Rubin. "As such, it uses not only the tricks we have developed over the last two titles, but a slew of new tweaks we have just mastered."

Graphically the game has never been better, with revolutionary reflection and lighting effects that have never been seen in a PlayStation game prior to this, such as real-time shadows and reflections on pools of water. It's such attention to detail that makes **CRASH BANDICOOT 3** such a major innovation. Oceanic lighting effects that replicate the ripple-patterns on the water's surface, and new animation techniques have enabled Crash's designers to come up with even more hilarious cartoon-style death sequences for our hapless hero.

As with previous Crash adventures, our hero has a wide range of special moves, but here he must learn them over different levels so he can then reuse them elsewhere. In addition to his standard jump, spin and body-slam, Crash now has a super-leap and a turbo-charged spin attack that can carry him across short distances. He also picks up a laser-target projectile launcher along the way, which fires wumpa fruit and helps him keep a safe distance from some of his more deadly adversaries. There's a range of vehicles he must get to grips with, including undersea submersibles, jet-skis, motorbikes and, in one of the games' showcase new free-roaming 3D levels, a Bi-Plane fitted with rapid-fire machine guns. And each level has a "Time Attack" element that can be initiated by the player, with best times recorded so they can challenge their friends, making it more than just a 1-player game.

Thanks to the new engine, the level layout for Crash 3 is much less linear than before. There's a greater degree of level branching and hidden paths than before, and certain environments are a new challenge in themselves – underwater scuba-diving, dog-fights in the open skies, road-raging down Route 66 plus all of the deadly trap-laden that have made Crash the bandicoot he is today. But with the motley trio of Cortex, Tropy and Uka Uka determined to destroy Crash once and for all, he's gonna need all the time in the world just to stay alive!

KEY FEATURES AT A GLANCE

- The most successful platform character on PlayStation returns for an all-new adventure
- All-new game engine with improved cartoon-style graphics and multi-layered backgrounds – amazing lighting effects, sharp depth of focus and no distance misting
- Join Crash and Coco on a trip through time - explore Medievil settlements, ancient Egyptian tombs, Arabian temples, the depths of the ocean, even the prehistoric "Lost World" where dinosaurs roam the Earth
- New "Time Trial" element to levels – challenge a friend to complete a level faster than you!
- New vehicles – hitch a ride from a baby tiger, ride the waves on a turbo-charged jet-ski, soar across the skies in a World War 1 bi-plane or tear up Route 66 on a Harley Davidson
- Intelligent difficulty gauge ensures players don't get too frustrated with the many challenges – if you keep failing at the same position the game adjusts encourage you and help you along
- Wide variety of levels, with path-branching and hidden areas made accessible as rewards for successful progress

It's about time...

LIBEROGRANDE™ is the first football game that actually lets the player become a key part of the team and experience the sensation of playing on the pitch. In-game, the player's position is fixed (right-side midfielder), though he has the freedom to run or play wherever he wants on the field as indicated by the term "Libero". He has to learn to work effectively with his team rather than simply assuming anonymous control of all players. This is a first in the field of contemporary football games. Due to the new role adopted by the player, he'll have to work out new strategies and plays, and he'll find himself able to adopt a number of roles. He could be the play-maker, setting up goal chances for team-mates, or claim the glory for himself as the goal scorer. It's purely up to the player as to how they want to play the game. In all, **LIBEROGRANDE** sets out to offer a very different experience to other football titles.

1or2 Players

Memory Card 1 block

Vibration Function Compatible

Optional Controller SLEH-0004

LiberoGrande™

Developer
Namco

Genre
Arcade Football Simulation

No. of Players
1-2 Players (Competitive)
1-8 Players (Alternating)

KEY FEATURES

- High-quality PlayStation conversion from NAMCO's advanced System 12 arcade board
- New gameplay system provides the real feeling of being part of a team
- 32 World teams, and an initial selection of 10 default characters
- Wide variety of special moves, trick plays and player techniques – over 100 different moves!
- Special features and additional modes exclusive to PlayStation version
- Supports the **Analog Controller (DUAL SHOCK)™**, meaning you can feel the strength behind every kick or the force of each player collision
- Save stats and player records to a **Memory Card**

Please note some of the Liberogrande artwork and screen shots are from the coin-op version of the game

TOMBI! - A game that remembers that the most important element for gamers is FUN. **TOMBI!** is a new style of game from Japan's hottest new developer, Whoopee Camp. The development team have used a lifetime of gaming experience to add a depth unlike

any other action game, with traditional platform, RPG and adventure elements seamlessly meshed together to create a game perfect for parents and children as well as the hardcore gamer.

TOMBI!™

Developer
Whoopee Camp

Genre
Platform / RPG

No of players
1 player

1 Player

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

DUAL SHOCK™

KEY FEATURES

- Groundbreaking new title - combines the best platform action with RPG / adventure quests.
- Innovative 2D to 3D perspective shifts with action occurring on a number of planes simultaneously
- More than 50 fantastic locations to explore
- Excellent long-term challenge and gameplay

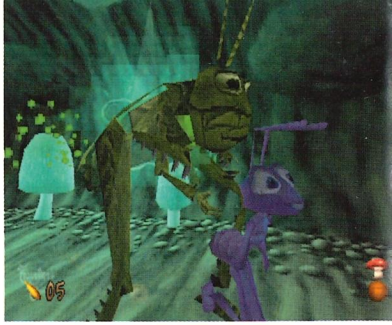
A BUG'S LIFE - From Pixar – creators of TOY STORY – and Disney Interactive comes a game where even the smallest of players can make the biggest difference. **A BUG'S LIFE** is an all-new 3D adventure based on the new animated feature film. You play Flik, an inventive ant with aspirations of heroism. His ant colony has been enslaved by the greedy grasshoppers, led by the villainous Hopper himself. As the ants toil to bring in enough grain to feed everyone, the grasshoppers wait so they can steal it all for themselves. But when Flik causes the grain to be accidentally dropped into an abyss (to our scale no more than a trench), he is forced to search for both food for his fellow ants AND a potential ally to defend them against

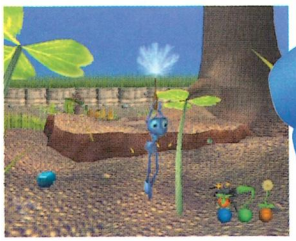
The game closely follows the movie's story, recreating perfectly the computer-generated characters and environments of the film. Clips from the film serve as reward sequences for successful completion

of the many levels, which can be saved onto a Memory Card and replayed by the player. The game structure takes into account a specific target audience of 8-12 years, while still being challenging and exciting for all ages.

Disney / PIXAR

a bug's life





Developer
Pixar / Disney Interactive

Genre
3D Platform Adventure

No. of Players
1 player

1 Player

Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

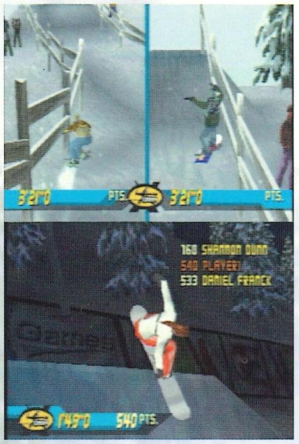
DUAL SHOCK™

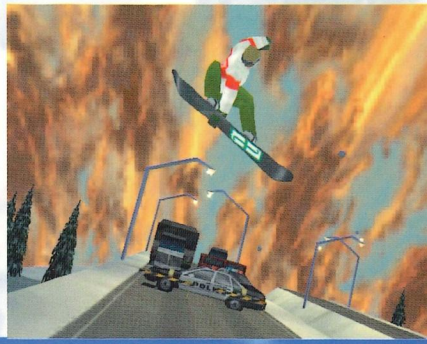
KEY FEATURES

- Amazing recreation of a free-roaming 3D world from a bug's eye view
- Unique characters and a witty, exciting storyline
- Features clips and voice-artists from the forthcoming feature-length movie, including Emmy Award-winning David Hyde Pierce (Nyles from TVs Frasier) and Oscar-winner Kevin Spacey (The Usual Suspects) as the evil Hopper
- Soundtrack by Hollywood composer Randy Newman (Avalon, Toy Story)
- An action-packed adventure for all ages

X GAMES PRO BOARDER is a snowboarder's dream. Ride like a pro, spend all day on the mountain picking your own lines and looking for the ultimate hits, then head to the half-pipe to practice your tricks and perfect your style. Or just head straight for the Big Air Stadium to prove you're the best.

X Pro Boarder





KEY FEATURES

- Ride as one of eight of the world's top snowboarders – including five-times World Champion Terje Haakonsen, X Games Gold medallist Tina Basich and Olympic medallists Shannon Dunn and Daniel Franke – each with their own style and signature tricks
- Ride the '99 boards and wear clothes from all the pro sponsors, including K2, Airwalk and Salomon
- Race in total 3D freedom on fully-rendered mountains – no rails to cramp your style or creativity
- Two-button control for rookies, and for shredders a unique eight-button control system – take total control of every trick - over 2,000 trick combinations to master!
- Compete in four X Games events, including Halfpipe, Boarder X, Slopestyle and Big Air
- X Games-quality production, complete with cutting edge graphics and all-mountain access camera angles
- Soundtrack features The Foo Fighters, Lunatic Calm, Epitaph and more

Developer
Radical Entertainment/Disney Interactive

Genre
Snowboarding Simulation

No. of Players
1-2 players

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
DUAL SHOCK™

WILD ARMS™

WILD ARMS - 1,000 years ago, Filgaia was a prosperous, fertile world protected by the mythic Guardians. But then came the evil race of Metal Demons – they brutally invaded Filgaia, stripping the Guardians of all their power and leaving Filgaia in ruins. Only a devastated wasteland remained…

Three warriors have heard the call of the weakened Guardians. Filled with faith and courage, the warriors will plunge into the wastelands on a quest for ancient relics that may save this brave new world – a world where legends become reality.

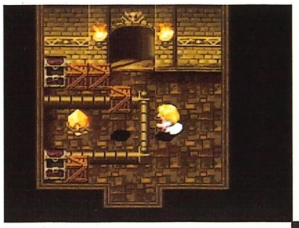
Genre
Role Playing Adventure

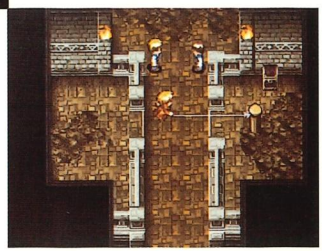
Developer
SCEI

No. of Players
1 Player

KEY FEATURES

- An incomparable adventure, building on many of the traditional RPG elements but with a fresh new approach
- Enormous depth of gameplay, with a selection from one of three playable characters, each with their own distinct abilities, and each with different starting points in the game
- Engaging 3D combat system – zooming cameras capture battles at dramatic angles, magic systems can be customised and a huge array of weapons can be accumulated
- Compelling music and sound effects heighten the cinematic quality of the adventure



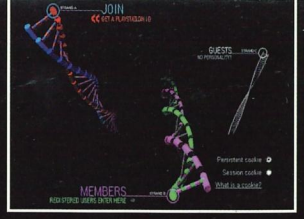


1 Player

Memory Card 1 block

Re-invent Yourself in the PlayStation Internet World - Once seen as little more than a computer-nerd's plaything, the Internet has evolved into the largest repository of knowledge mankind has ever seen. Nowadays, everybody has a Web site, even the Vatican, so when Sony Computer Entertainment Europe decided to have one of their own, they realised that they couldn't just have a list of games and a collection of press releases.

Games, Life, Chat. Launched in January 1998, the PlayStation Web site provides up-to-date, accurate and comprehensive information on the world of PlayStation in Europe, Australasia and the Middle East. It's much more than just a games catalogue. It reflects the image and culture of PlayStation, building its own community of PlayStation devotees on the Internet. The enormous success of the site in its first six months since launch shows that despite the wide range of Web sites dedicated to PlayStation and gaming generally, there is no substitute for accurate and original content. Updated constantly, the site features articles on PlayStation events happening in the PAL territories, and lifestyle articles on music, clubs, extreme sports, film and further developments in the world of technology.

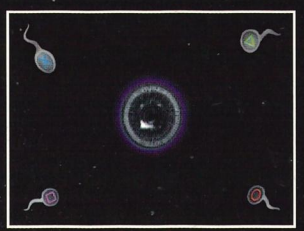


www.playstatio

n-europe.com

What's your style? The PlayStation Europe Web site presents visitors with a choice of different 'Environments' in which to view the site content. The difference between this and any other Web site strikes you when you first enter. There are no obvious menu bars, no 'click here's, just as close to a free-roaming Internet experience as you can get without needing an armful of plug-ins or 3 hours spare to download some graphics. The site is there to be explored, just as you would explore a game... and until you've mastered how to play, some parts may seem a little confusing. But, as with a game, keep exploring and you'll eventually learn all the secrets.

Whilst on the site you can change your Environment to see the world in a different light, and you can rearrange your body to change your own onsite appearance.



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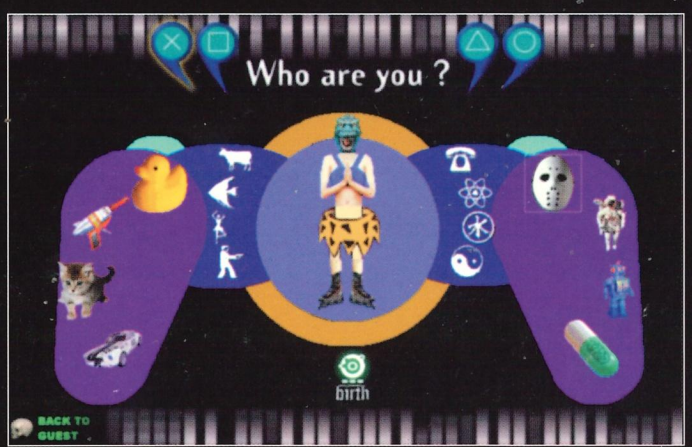

Who are you? Should you choose to register, you can create an avatar, your own virtual character who will accompany you while in the PlayStation Web community. You can then access this avatar every time you return. This makes visiting the Chat Rooms (dedicated PlayStation chat software, downloadable from the site) even more fun as you choose what you look like to other users. In the Chat Rooms you take your site character and chat to the world about the weather, your holiday or whether Anna Williams' dress might not be a tad garish in TEKKEN 3.

Planned this autumn in the Chat Rooms are live chat events and interviews with various developers (including the people behind CRASH BANDICOOT and MEDIEVIL) and who knows, maybe even an appearance from a certain tomb raider. Also, on the main site, there will be special features on the season's biggest titles (following on from the TEKKEN 3 Environment at www.playstation-europe.com/tekken3) plus the chance for users to win some fantastic prizes (check out the Tekken Tournament happening soon!).

Log in, get dressed and see the world. . .

www.playstation-europe.com www.playstation.com.au

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